

## Computing - Summer 2 - Year 1

This term's eSafety focus is to understand that not all digital games are suitable for everyone.

Children will learn to develop a basic understanding of algorithms and the principles of coding ScratchJr software.

### In this unit children will:

- will understand that not all digital games are suitable for everyone.
- learn about the **PEGI rating** system and develop a rating for a game of their choosing.
- open the **ScratchJr app** and start a new project
- add new characters and backgrounds
- use **blocks** for movement in different directions
- create short sets of sequenced instructions / algorithms.
- use different end blocks, including repeat forever
- change the size of characters to grow or shrink;
- hide and show characters with an instruction block

### Prior Learning

**EYFS** Children are taught to go to an adult if problems occur and are taught not to press things they are unsure about.

**EYFS** have Beebots in the continuous provision.

**Year 1** - Scratch uses algorithms.

### Cross Curricular Links

Maths - direction

Literacy - writing instructions

### Key Vocabulary

**PEGI rating** - is an age-based rating system which helps gamers make informed decisions when buying computer games.



**ScratchJr** - this is a free app for coding with young children.



**blocks** - these are instructions that build up like blocks

**repeat** - when something happens again and again.

**shrink** - to become smaller

**predict** - to say what might happen before it does.

## Key Knowledge

I know that if I want to play a game that has a number bigger than their real age, it might be scary, boring or difficult.

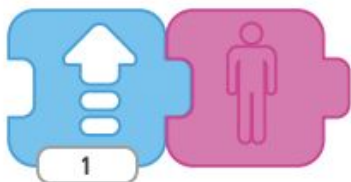
I know that the PEGI system is useful because helps us make informed choices about games.



I know that the green flag starts the sequence.

I know that the direction of the arrow is the direction the character will travel.

I know that the number underneath the block gives a value to how far or how much something happens.



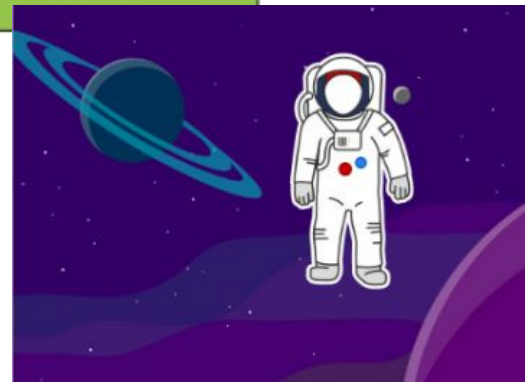
I know that this pink block makes the character disappear.

I know how to change the background to a city or space theme.



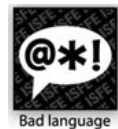
I know that this red end block means **repeat**.

I can use the red hexagon to stop running the code.



## Key Questions

What does this symbol mean?



Why shouldn't you play on a game that has a number bigger than your age?

Can you **predict** what will happen before you start the programme?

What happens if you change the values of the numbers under the blocks?